

## NOTICES OF PROPOSED RULEMAKING

Unless exempted by A.R.S. § 41-1995, each agency shall begin the rulemaking process by first filing a Notice of Proposed Rulemaking, containing the preamble and the full text of the rules, with the Secretary of State's Office. The Secretary of State shall publish the notice along with the Preamble and the full text in the next available issue of the Arizona Administrative Register.

Under the Administrative Procedure Act (A.R.S. § 41-1001 *et seq.*), an agency must allow at least 30 days to elapse after the publication of the Notice of Proposed Rulemaking in the *Register* before beginning any proceedings for adoption, amendment, or repeal of any rule. A.R.S. §§ 41-1013 and 41-1022.

### NOTICE OF PROPOSED RULEMAKING

#### TITLE 6. ECONOMIC SECURITY

#### CHAPTER 8. DEPARTMENT OF ECONOMIC SECURITY

#### AGING AND ADULT

#### PREAMBLE

1. **Sections Affected:**

R6-8-201	<b><u>Rulemaking Action:</u></b>
R6-8-202	Repeal
R6-8-203	Repeal
R6-8-204	Repeal
2. **The specific authority for rulemaking, including both the authorizing statute (general) and the statutes the rules are implementing (specific):**

Authorizing statutes: A.R.S. §§ 41-1954(A)(3) and 46-134(12)

Implementing statutes: A.R.S. §§ 46-451 through 46-455
3. **The name and address of agency personnel with whom persons may communicate regarding the rulemaking:**

Name: Vista Thompson Brown

Address: Department of Economic Security  
P.O. Box 6123, Site Code 837A  
Phoenix, Arizona 85005

Telephone: (602) 542-6555

Fax: (602) 542-6000
4. **An explanation of the rule, including the agency's reasons for initiating the rule:**

These 4 rules were inadvertently omitted from an earlier proposed rulemaking package to repeal all current rules governing the Adult Protective Services (APS) program and to adopt new rules governing the APS program. This earlier package was published in 2 A.A.R. 1248, March 22, 1996. The Sections entitled "Goals", "Objectives", "Authority", and "Description of Service" are no longer considered appropriate content for rules and therefore need to be repealed along with all of the other outdated rules.
5. **A showing of good cause why the rule is necessary to promote a statewide interest if the rule will diminish a previous grant of authority of a political subdivision of this state:**

Not applicable.
6. **The preliminary summary of the economic, small business, and consumer impact:**

There will be no economic impact on small businesses as repealing the rules will not change the mandatory reporting requirements established by A.R.S. § 46-454.
7. **The name and address of agency personnel with whom persons may communicate regarding the accuracy of the economic, small business, and consumer impact statement:**

Name: Vista Thompson Brown

Address: Department of Economic Security  
P.O. Box 6123, Site Code 837A  
Phoenix, Arizona 85005

Telephone: (602) 542-6555

Fax: (602) 542-6000

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**8. The time, place, and nature of the proceeding for the adoption of the rule:**

The Department is not scheduling separate oral proceedings on the repeal of these 4 rules unless 5 or more people so request in writing. The oral proceedings on the earlier comprehensive rulemaking package are scheduled for Thursday, April 25, 1996, in the Department's 6 districts. Please see 2 A.A.R. 1248, March 22, 1996, for district location information.

The Department of Economic Security (DES) follows and supports Title II of the Americans with Disabilities Act. DES does not discriminate against persons with disabilities who wish to make oral or written comments on the proposed rulemaking or otherwise participate in the public comment process. Persons with disabilities who need accommodation (including auxiliary aids or services) to participate in the April 25, 1996, previously scheduled hearings may contact the coordinating program managers listed in the earlier hearing scheduled at least 72 hours before the scheduled hearing to request accommodation. To request accommodation to participate in the public comment process or to obtain this notice in large print, Braille, or on audiotape, contact Vista Thompson Brown at (602) 542-6555, P.O. Box 6123, Site 837A, Phoenix, Arizona 85005; TDD Relay (800) 367-8939.

**9. Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:**  
Not applicable.

**10. Incorporations by reference and their location in the rules:**  
Not applicable.

**11. The full text of the rules follows:**

**TITLE 6. ECONOMIC SECURITY**

**CHAPTER 8. DEPARTMENT OF ECONOMIC SECURITY**  
**AGING AND ADULT**

**ARTICLE 2. ADULT PROTECTIVE SERVICES**

- R6-8-201. Goals  
R6-8-202. Objectives  
R6-8-203. Authority  
R6-8-204. Service Description

**ARTICLE 2. ADULT PROTECTIVE SERVICES**

- R6-8-201. Goals**  
To help eligible clients to prevent or remedy neglect, abuse, or exploitation of adults unable to protect their own interests, or preserve, rehabilitate, or reunite families.
- R6-8-202. Objective**  
To arrange for abused, neglected, or exploited adults to receive medical, legal, and other facilitated services to remove them from, or to alleviate, hazardous situations.
- R6-8-203. Authority**  
A.R.S. §§ 41-1954(1)(b), 41-1954(3), and 46-134(8).

**R6-8-203. Service Description**

- A.** Intake and evaluation to determine need and eligibility for service.
- B.** Investigation and diagnosis, including arranging for medical and psychiatric services to evaluate a client's condition, upon request of adults at risk or other persons acting on their behalf.
- C.** Arranging, when necessary, for guardianship, commitment, or other protective placements directly or by referral to appropriate agencies.
- D.** Assisting clients in securing placement in alternate living arrangements in the community or in an institution.
- E.** Providing counseling to such adults, their families, other responsible persons or to surrogates such as representative payees, on handling the affairs of such adults.
- F.** Assisting in the location of medical care, legal services, and other resources in the community.
- G.** Providing ongoing supportive supervision of persons in adult foster family homes.
- H.** Assisting adults to remain in their own homes by providing services to prevent or remove the abuse or neglect.

**NOTICE OF PROPOSED RULEMAKING**

**TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING**

**CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION**

**PREAMBLE**

**1. Sections Affected:**

R19-3-314  
R19-3-315  
R19-3-316  
R19-3-317

**Rulemaking Action:**

New Section  
New Section  
New Section  
New Section

**2. The specific authority for rulemaking, including both the authorizing statute (general) and the statutes the rules are implementing (specific):**

Authorizing statute: A.R.S. § 5-504(B)

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Implementing statute: A.R.S. § 5-504(B)

**3. The name and address of agency personnel with whom persons may communicate regarding the rulemaking:**

Name: Sandy Williams  
Executive Director

Address: Arizona State Lottery Commission  
4740 East University  
Phoenix, Arizona 85034

Telephone: (602) 921-4400

**4. An explanation of the rule, including the agency's reasons for initiating the rule:**

These rules set forth provisions unique to the conduct of the Arizona Lottery's instant games. The provisions of these rules are necessary to implement the requirements of A.R.S. § 5-504(B) which have not been specified generically in R19-3-301. The unique provisions described in these rules are the nature and location of play symbols, the ticket number, the validation code, the prize denominations, and the method of selecting a winning ticket.

**5. A showing of good cause why the rule is necessary to promote a statewide interest if the rule will diminish a previous grant of authority of a political subdivision of this state:**

Not applicable.

**6. The preliminary summary of the economic, small business, and consumer impact:**

These games will provide our players with a larger variety of instant games with a potential increase in sales. The only impact these rules have upon Lottery retailers is to specify how they determine if a ticket is a winning ticket and, if so, the prize amount.

**7. The name and address of agency personnel with whom persons may communicate regarding the accuracy of the economic, small business, and consumer impact statement:**

Name: Sandy Williams, Executive Director

Address: Arizona State Lottery Commission  
4740 East University Drive  
Phoenix, Arizona 85034

Telephone: (602) 921-4400

**8. The time, place, and nature of the proceeding for the adoption of the rule:**

Date: May 17, 1996

Time: 10 a.m.

Location: Arizona State Lottery Commission  
4740 East University Drive  
Phoenix, Arizona

Nature: Public Meeting and Commission Meeting

**9. Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:**

The close of record for written comments is 5 p.m., Thursday, May 16, 1996, and at the close of the public meeting for verbal comments.

**10. Incorporations by reference and their location in the rules:**

None.

**11. The full text of the rules follows:**

**TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING**

**CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION**

**ARTICLE 3. INSTANT LOTTERY GAMES**

**ARTICLE 3. INSTANT LOTTERY GAMES**

**Section**

R19-3-314. "Bonus 7 Come 11"  
R19-3-315. "3 of a Kind"  
R19-3-316. "Heat Wave"  
R19-3-317. "In the Chips"

**R19-3-314. "Bonus 7 Come 11"**

- A.** In the latex play area located in the middle of the ticket, 1 horizontal row of 4 play symbol areas appear. The 1st play symbol area has "Roll 1" printed above, the 2nd play symbol area has "Roll 2" printed above, the 3rd play symbol has "Roll 3" printed above, and the 4th play symbol area has "BONUS ROLL" printed above. The 4 play symbol areas contain 2 of the following play symbols: "1", "2", "3", "4", "5", or "6".
- B.** The play symbols captions correspond with and verify the play symbols as follows:

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Play Symbol	Caption
1	ONE
2	TWO
3	THREE
4	FOUR
5	FIVE
6	SIX

- C. Prize symbols captions correspond with and verify each of the prize symbols and are 1 of the following: "\$1", "\$2", "\$3", "\$5", "\$10", "\$50", "\$100", or "\$1,000" with confirming captions. The confirming captions are as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$3	THRDOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$100	ONEHUND
\$1,000	ONETHOU

- D. A pack-ticket number beginning with "200001" is located in the lower-left portion on the back of the ticket.

- E. The retailer validation code verifies instant winners of a \$1, \$2, \$5, \$10, \$20, \$50, or \$100 ticket. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE = \$1	TWY = \$20
TWO = \$2	FFY = \$50
FIV = \$5	ONH = \$100
TEN = \$10	

- F. A prize winner in the "BONUS 7 COME 11" instant game is determined by removing the latex from the play area on the front of the ticket to reveal the 8 play symbols and 3 prize symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the sum of any roll in "ROLL 1", "ROLL 2", and "ROLL 3" is 7 or 11, the player wins the prize indicated in the "PRIZE" box below the corresponding roll. If the sum in "BONUS ROLL" is 7 or 11, the player wins the prizes indicated in all 3 "PRIZE" boxes. A player may win up to 3 times per ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$2 + \$2 + \$1	=	\$5 (five dollars) or
\$2 + \$2 + \$1 (w/ bonus)	=	\$5 (five dollars) or
\$3 + \$2	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$5 + \$3 + \$2 (w/ bonus)	=	\$10 (ten dollars) or
\$10 + \$5 + \$5	=	\$20 (twenty dollars) or
\$10 + \$5 + \$5 (w/ bonus)	=	\$20 (twenty dollars) or
\$50	=	\$50 (fifty dollars) or
\$50 + \$50	=	\$100 (one hundred dollars)
\$100	=	or
	=	\$100 (one hundred dollars)
	=	or
\$1,000 + \$1,000 + \$1,000	=	\$3,000 (three thousand dollars)

**R19-3-315. "3 of a Kind"**

- A. In the latex play area located on the right side of the ticket, 3 play symbols appear in 3 rows and will be 1 of the following play symbols and confirming captions:



- B. The retailer validation code verifies instant winners of \$1, \$2, \$3, \$4, \$5, \$8, \$20, \$50, \$100, and \$500. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE = \$1	EGT = \$8
TWO = \$2	TWY = \$20
THR = \$3	FFY = \$50
FOR = \$4	ONH = \$100
FIV = \$5	FHN = \$500

- C. A pack ticket number beginning with "300001" is located in the lower-left portion on the back of the ticket.

- D. A prize winner in the "3 of a Kind" instant game is determined by removing the latex from the play area on the front of the ticket to determine the play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the ticket holder has 3 identical play symbols in any row, column, or diagonal, the player wins the prize shown on the prize table. There may be 3 winning games on a ticket. The prizes are as follows:

Match 3 "7's" in any row, column, or diagonal = \$1 (one dollar) or

Match 3 "7's" in any row, column, or diagonal, plus match 3 "7's" in any other row, column, or diagonal = \$2 (two dollars) or

Match 3 "8's" in any row, column, or diagonal = \$2 (two dollars) or

Match 3 "7's" in any row, column, or diagonal, plus match 3 "8's" in any other row, column, or diagonal = \$3 (three dollars) or

Match 3 "7's" in any row, column, or diagonal, plus match 3 "7's" in any other row, column, or diagonal, plus match 3 "8's" in any other row, column, or diagonal = \$4 (four dollars) or

Match 3 "9's" in any row, column, or diagonal = \$5 (five dollars) or

Match 3 "7's" in any row, column, or diagonal, plus match 3 "8's" in any other

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<u>row, column, or diagonal,</u> <u>plus match 3 "9's" in any</u> <u>other row, column, or</u> <u>diagonal</u>	=	<u>\$8 (eight dollars) or</u>
<u>Match 3 "10's" in any row,</u> <u>column, or diagonal</u>	=	<u>\$20 (twenty dollars) or</u>
<u>Match 3 "J's" in any row,</u> <u>column, or diagonal</u>	=	<u>\$50 (fifty dollars) or</u>
<u>Match 3 "J's" in any row,</u> <u>column, or diagonal, plus</u> <u>match 3 "J's" in any other</u> <u>row, column, or diagonal</u>	=	<u>\$100 (one hundred dol-</u> <u>lars) or</u>
<u>Match 3 "Q's" in any row,</u> <u>column, or diagonal</u>	=	<u>\$100 (one hundred dol-</u> <u>lars)</u>
<u>Match 3 "K's" in any row,</u> <u>column, or diagonal</u>	=	<u>\$500 (five hundred dol-</u> <u>lars)</u>
<u>Match 3 "A's" in any row,</u> <u>column, or diagonal</u>	=	<u>\$5,000 (five thousand</u> <u>dollars)</u>

**R19-3-316. "HEAT WAVE"**

- A.** Four play symbols, which are in a horizontal row, appear under the latex in the play area located on the right portion of the ticket with "TODAY'S HIGH" printed above each play symbol, and are 1 of the following play symbols and captions:

<u>Play Symbol</u>	<u>Caption</u>
90	NINETY
92	NTYTWO
94	NTYFOR
96	NTYSIX
98	NTYEGT
100	ONEHUN
102	HUNTWO
104	HUNFOR
106	HUNSIX
108	HUNEGT
110	HUNTEN
112	HUNTLY
114	HUNFRN
116	HUNSXN
118	HUNEGN
120	HUNTWY

- B.** One winning number symbol appears on the upper-right portion of the play area with "RECORD HIGH" printed above and is 1 of the following play symbols:

<u>Play Symbol</u>	<u>Caption</u>
90	NINETY
92	NTYTWO
94	NTYFOR
96	NTYSIX
98	NTYEGT
100	ONEHUN
102	HUNTWO
104	HUNFOR
106	HUNSIX
108	HUNEGT
110	HUNTEN
112	HUNTLY
114	HUNFRN
116	HUNSXN
118	HUNEGN

- C.** A pack-ticket number beginning with 400001 is located in the lower-left portion on the back of the ticket.
- D.** Prize symbol captions correspond with and verify each of the prize symbols as follows:

<u>Prize Symbol</u>	<u>Caption</u>
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$5,000	FIVTHOU

- E.** The retailer validation code verifies instant winners of "\$1", "\$2", "\$5", "\$10", "\$15", "\$50", "\$100", or "\$150". The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	FTN	=	\$15
TWO	=	\$2	FFY	=	\$50
FIV	=	\$5	ONH	=	\$100
TEN	=	\$10	OFY	=	\$150

- F.** A prize winner in the "HEAT WAVE" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 4 play symbols and the winning number symbol. Neither the retailer validation code (or any portion thereof), the pack ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "TODAY'S HIGH" symbol beats the "RECORD HIGH" symbol, the player wins the prize amount directly under the winning play symbol. There may be 4 ways to win on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$5	=	\$5 (five dollars) or
\$2 + \$2 + \$1	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$10	=	\$10 (ten dollars) or
\$5 + \$5 + \$5	=	\$15 (fifteen dollars) or
\$50	=	\$50 (fifty dollars) or
\$50 + \$50	=	\$100 (one hundred dollars)
	=	or
\$50 + \$50 + \$50	=	\$150 (one hundred fifty dollars) or
\$5,000	=	\$5,000 (five thousand dollars)

**R19-3-317. "IN THE CHIPS"**

- A.** In the latex play area located on the lower half of the ticket, 2 horizontal rows of 5 play symbols appear with "YOUR CHIPS" printed between the 2 rows, and are 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", or "15" with confirming captions. Two play symbols appear on the upper-right front of the latex area with "HOUSE CHIPS" printed above, and are 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11", "12", "13", "14", or "15" with confirming captions.
- B.** The play symbol captions correspond with and verify the play symbols as follows:

<u>Play Symbol</u>	<u>Caption</u>
1	ONE
2	TWO
3	THREE
4	FOUR
5	FIVE
6	SIX
7	SEVEN

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8	EIGHT	\$5	=	\$5 (five dollars) or
9	NINE	\$1 + \$4	=	\$5 (five dollars) or
10	TEN	\$1 + \$2 + \$2	=	\$5 (five dollars) or
11	ELVEN	\$1 + \$1 + \$1 + \$1 + \$1	=	\$5 (five dollars) or
12	TWELVE	\$1 + \$1 + \$1 + \$1 + \$1	=	\$10 (ten dollars) or
13	THRTN	\$5 + \$1 + \$1 + \$1 + \$1	=	\$10 (ten dollars) or
14	FORTN	\$5 + \$5	=	\$10 (ten dollars) or
15	FIFTN	\$10	=	\$10 (ten dollars) or
<b>C. Prize symbol captions correspond with and verify each of the prize symbols and are 1 of the following: "\$1", "\$2", "\$4", "\$5", "\$10", "\$20", "\$40", "\$50", "\$200", "\$400", or "\$25,000" with confirming captions.</b>				
<u>Prize Symbol</u>	<u>Caption</u>			
\$1	ONEDOL	\$2 + \$2 + \$2 + \$2 + \$2	=	\$20 (twenty dollars) or
\$2	TWODOL	\$2 + \$2 + \$2 + \$2 + \$2	=	\$20 (twenty dollars) or
\$4	FORDOL	\$4 + \$4 + \$4 + \$4 + \$4	=	\$20 (twenty dollars) or
\$5	FIVEDOL	\$10 + \$10	=	\$20 (twenty dollars) or
\$10	TENDOL	\$20	=	\$20 (twenty dollars) or
\$20	TWYDOL	\$5 + \$5 + \$5 + \$5 + \$5	=	\$40 (forty dollars) or
\$40	FRYDOL	\$5 + \$5 + \$5	=	\$40 (forty dollars) or
\$50	FTYDOL	\$4 + \$4 + \$4 + \$4 + \$4	=	\$40 (forty dollars) or
\$200	TWOHUND	\$4 + \$4 + \$4 + \$4 + \$4	=	\$40 (forty dollars) or
\$400	FORHUND	\$10 + \$10 + \$10 + \$10	=	\$40 (forty dollars) or
\$25,000	TWFTHOU	\$20 + \$20	=	\$40 (forty dollars) or
<b>D. A pack-ticket number beginning with 500001 is located in the lower-left portion on the back of the ticket.</b>				
<b>E. The retailer validation code verifies instant winners of a "\$2", "\$4", "\$5", "\$10", "\$20", "\$40", or "\$400" ticket. The retailer validation code which corresponds with and verifies each of these winners is as follows:</b>				
TWO = \$2	TWY = \$20	\$40	=	\$40 (forty dollars) or
FOR = \$4	FTY = \$40	\$50 + \$50 + \$50 + \$50	=	\$400 (four hundred dollars) or
FIV = \$5	FRH = \$400	\$50 + \$50 + \$50 + \$50	=	\$400 (four hundred dollars) or
TEN = \$10		\$200 + \$40 + \$40 + \$40 + \$40 + \$40	=	\$400 (four hundred dollars) or
<b>F. A prize winner in the "IN THE CHIPS" instant game is determined by removing the latex from the play area on the front of the ticket to reveal the play symbols and prize symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If any play symbol under "YOUR CHIPS" matches either prize symbol under "HOUSE CHIPS", the player wins the prize shown for that game. There are 20 chances to win 10 times on a ticket. The prizes are as follows:</b>				
\$1 + \$1	=	\$2 (two dollars) or		
\$2	=	\$2 (two dollars) or		
\$1 + \$1 + \$1 + \$1	=	\$4 (four dollars) or		
\$2 + \$2	=	\$4 (four dollars) or		
\$4	=	\$4 (four dollars) or		
		\$200 + \$200	=	\$400 (four hundred dollars) or
		\$200 + \$200	=	\$400 (four hundred dollars) or
		\$400	=	\$400 (four hundred dollars) or
		\$25,000	=	\$25,000 (twenty-five thousand dollars)